THE BEST GETS BETTER

FEATURES

• ALL-NEW MINI-CAMP MODE
Tour NFL™ cities in the Madden Cruiser and compete in addictive mini-games for unique Madden Cards.

• AUDIO DREAM TEAM
Legendary play-by-play announcer Al Michaels joins John Madden in the booth as football's Dream Team of broadcasting is born.

• CREATE-A-PLAYBOOK
Create your own offensive and defensive plays, formations, and receiver routes as you build your team's playbook from scratch.

• DEEPEST FRANCHISE MODE EVER
Play 30 years of Franchise mode and draft players each season with tips from your scouts. Follow career stats and player progression, and export your team into other modes.
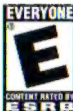
• ENHANCED GAMEPLAY
New signature player animations like sidearm QBs, gang-tackling, and stand-still receiver catches with tighter control, quicker animations, and a more finely-tuned passing game.

EA SPORTS MADDEN NFL 2003
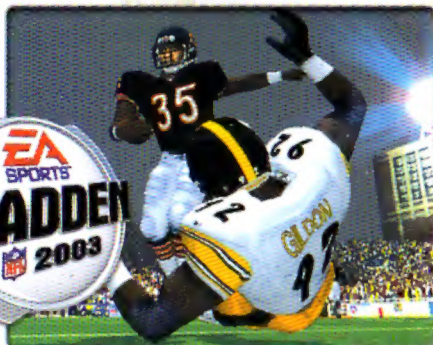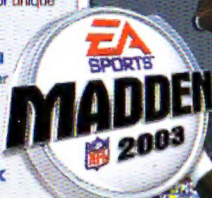
NEW BREAK-TACKLE ANIMATIONS

EVERYONE **E** CONTENT RATED BY ESRB

www.madden2003.com

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EmuMovies

EA SPORTS NCAA FOOTBALL 2003

INSTRUCTION BOOKLET

NINTENDO GAMECUBE

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

This is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

L Button   R Button

Control Stick   C Stick
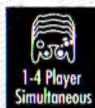
THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.

1-4 Player Simultaneous
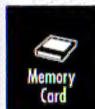
THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Memory Card

CONTENTS

EA SPORTS
NCAA FOOTBALL 2003

GETTING STARTED

NINTENDO GAMECUBE™

POWER Button

RESET Button

CONTROLLER SOCKET 1

MEMORY CARD SLOT A
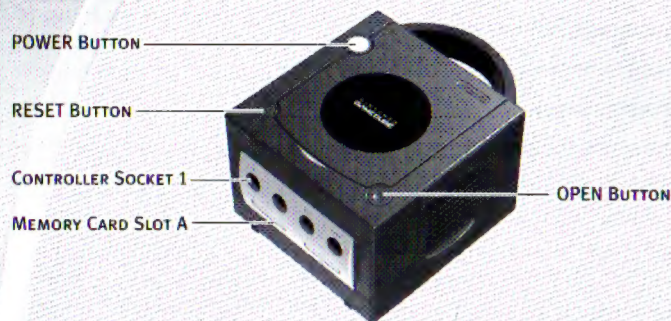
OPEN Button

1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Make sure a Nintendo GameCube™ Controller is plugged into Controller Socket 1 on the Nintendo GameCube™.
3. Press the OPEN Button to open the Disc Cover then insert the *NCAA® Football 2003* Nintendo GameCube™ Game Disc into the optical disc drive. Close the Disc Cover.
4. Press the POWER Button to turn ON the Nintendo GameCube™ and proceed to the *NCAA® Football 2003* title screen. If you can't proceed to the title screen, begin again at step 1.
5. At the *NCAA® Football 2003* title screen, press **START** to advance to the Main menu (➤ p. 13).

PROGRESSIVE SCAN MODE

This game can be set to display a higher resolution image on TVs that support progressive scan mode (EDTV, HDTV).

In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube Component Video Cable (available only through Nintendo, visit www.nintendo.com or call 1-800-255-3700).

To activate the progressive scan mode, press and hold the B Button while the Nintendo GameCube logo is being displayed until the message "Do you want to display the game in progressive mode?" appears. Select YES to activate the mode.

Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide screen (16:9) format.

COMMAND REFERENCE

NINTENDO GAMECUBE™ CONTROLLER CONFIGURATIONS

L Button

R Button

Z Button

Y Button

Control Stick

X Button

A Button

B Button

START/PAUSE

+ Control Pad

C Stick

MENU CONTROLS

Highlight menu item	+Control Pad or Control Stick Up/Down
Change highlighted item	+Control Pad or Control Stick Left/Right
Select/Go to next screen	A Button
Cancel/Return to previous screen	B Button
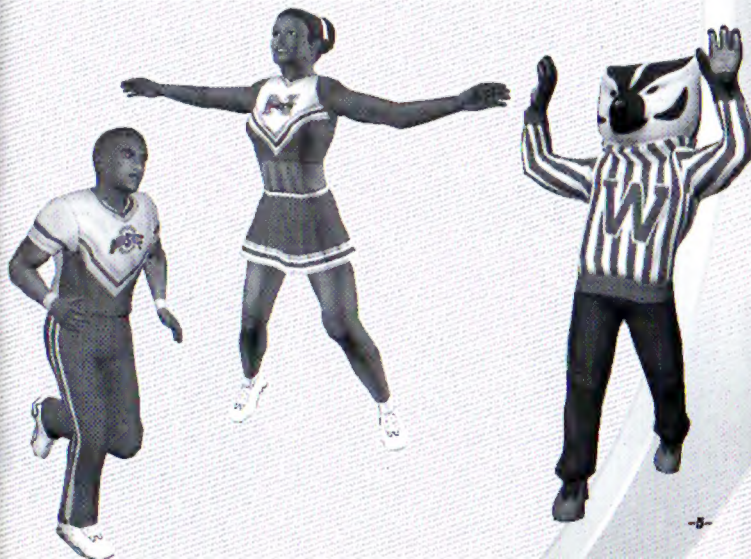
BASIC CONTROLS

Get these basic controls down and you've made the junior varsity squad. Once you've mastered these, graduate to the Complete Controls (➤ p. 8) and you're on your way to the National Championship.

GENERAL CONTROLS

Move Player	✚Control Pad or Control Stick
Pause Game	START

PLAY SELECTION

Select Formation	A Button
Select Play	Y Button, A Button, or X Button

KICKING

Start kick meter/Kick	A Button
Kick power (red bar)	A Button
Kick accuracy (yellow bar)	A Button

OFFENSE

Snap the ball	A Button
Move player/run	✚Control Pad or Control Stick
Pass to receiver with matching symbol	B Button, A Button, X Button, L Button, or R Button
Sprint (hold button, run only)	A Button

DEFENSE

Switch player (forward) (before the snap)	A Button
Switch player (backward) (before the snap)	X Button
Move player/run	✚Control Pad or Control Stick
Sprint (hold button)	X Button
Dive (tackle if collision)	B Button

⇨ For a complete listing of controls,

INTRODUCTION

NCAA® Football 2003 delivers legendary rivalries, emotional upsets, and unique college gridiron action. See and feel the difference that separates the pageantry of college football from the pro game. Control all the action with defensive swats, stiff-arm broken tackles, fake-out moves, and much more. Improved A.I. and gameplay lets you call and execute the plays that make the band play, the cheerleaders shout, and the mascots dance.

FEATURES:

⊙ **College Spirit**—Authentic stadiums for 116 Division 1-A programs, with 3D cheerleaders and 50 mascots leading the crowds in team-specific chants and over 200 unique fight songs and rousers.

⊙ **All the Hardware**—Decorate your trophy room with dozens of personally-engraved awards, including the Heisman Memorial Trophy,™ rivalry trophies, and conference championships.

⊙ **Rivalry Game**—Over 100 authentic rivalries with many of college football's most storied rivalry games. Some are for trophies—all are for bragging rights!

⊙ **All the Moves**—Run an option variation, perform play fakes, spin moves, one-foot toe drags, and more. A defensive coach cam and strafe move on defense give you even more control over your game.

⊙ **And the Crowd Goes Wild**—Listen to the ref's call echo through the stadium and hear the reaction of the fans. Plus, in-game audio from the broadcast team of Nessler, Herbstreit, and Corso keeps the commentary fresh from game to game.

⊙ **Fly Your School Colors**—Customize your game experience based on your favorite college team—see your school's mascot, hear your school's fight song, and view your school's stadium as you select your next opponent.

For more info about this and other titles, visit EA SPORTS™ on the web at www.easports.com.
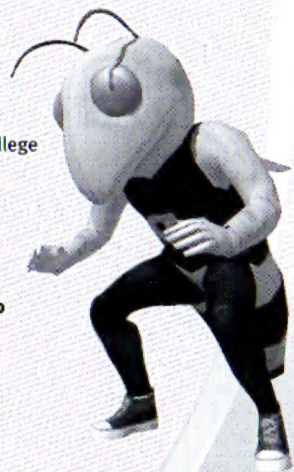
PASSING

Throw to receiver with corresponding symbol	B Button, X Button, A Button, L Button, or R Button
Pump fake	C Stick
Toggle passing symbols ON/OFF	Y Button
Throw ball away	Z Button

⊙ With passing symbols OFF, your quarterback can sprint, juke, spin, etc.

▷ To throw a bullet pass, hold down the button that corresponds to the targeted receiver. To throw a touch pass, tap the button.

▷ To lead your receiver, move the Control Stick in the direction of the receiver and press the button that corresponds to the receiver.

NOTE: Once your QB crosses the line of scrimmage, he's not allowed to throw the ball downfield.

RECEIVING

Control intended receiver	A Button (while ball is airborne)
Dive for pass	B Button
Jump for pass	Y Button
Sprint (hold button)	X Button

DEFENSE
BEFORE THE SNAP

Cycle through defenders	A Button, X Button
Reposition player	+Control Pad or Control Stick
Call an audible (➤ p. 33)	B Button then Y Button, A Button, X Button, L Button, or R Button
Linebacker audible	Hold R Button then:
Normal	+Control Pad Up
Pinch	+Control Pad Down
Left	+Control Pad Left
Right	+Control Pad Right
Coverage audibles	Y Button then:
Loose	+Control Pad Up
Tight	+Control Pad Down
Normal	+Control Pad Left/Right
Man Shift	A Button

Defensive line audible	Hold L Button then:
Normal	+Control Pad Up
Pinch	+Control Pad Down
Left	+Control Pad Left
Right	+Control Pad Right

▷ To cancel an audible, press the B Button, then Z Button + L Button before the snap to run the original play as picked in the Play Call screen.

▷ To flip the play at the line of scrimmage, press the B Button, then Z Button + R Button before the snap.

▷ To exit audible selection before picking a play, press the B Button.

TIP: A coverage audible lets you change the cornerback's strategy at the line of scrimmage. Press the +Control Pad Down to put your cornerbacks into bump and run. Press the +Control Pad Up to place your cornerbacks in loose coverage. Press the +Control Pad Left/Right to return to original coverage. Press the A Button for man shift.

NOTE: For more information on Audibles, ➤ Set Audibles on p. 33.

AFTER THE SNAP

Switch to closest defender	A Button
Move player/run	+Control Pad or Control Stick
Dive	B Button
Sprint (hold button)	X Button
Catch/Defend pass	Y Button
Spin move/Swat ball	L Button
Swim move/Defensive strafe	R Button
Strip ball	Z Button

KICKING GAME
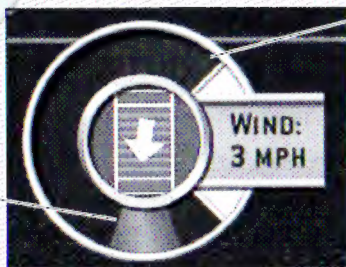## KICKING

Aim Kick	+Control Pad or Control Stick
Start kick meter/Kick	A Button
Kick power	A Button
Kick accuracy	A Button

▷ Press the A Button to start the kick meter.

PRESS THE A BUTTON A THIRD TIME WHEN THE METER COMES BACK TO THIS POINT. PRESSING THE A BUTTON HERE GIVES YOUR KICK BETTER ACCURACY.

WHEN THE METER REACHES HERE, IT IS AT ITS HIGHEST DESIRABLE POINT. PRESS THE A BUTTON A SECOND TIME WHEN THE METER REACHES THIS SECTION.

RETURNING A KICK

Switch players	A Button, X Button
Control return man	+Control Pad or Control Stick
Fair catch a punt (you must have control of the return man while the ball is in the air)	Y Button

⇨ To take a knee on a kickoff, simply stay in the end zone.

NOTE: Default options are listed in **bold** in this manual.

SETTING UP THE GAME

Navigate through the Main menu and get ready for the first game of the season.

MY FAVORITE TEAM

The first time you start *NCAA® Football 2003* with a Memory Card, you are prompted to select your favorite team. This team is then used as the default team for Exhibition, Season, and Dynasty games and will also be featured in menu artwork.

⇨ At the My Favorite Team pop-up, press the +Control Pad Up/Down until your desired team is highlighted. Then press the A Button to select.

MAIN·MENU

From the Main menu, you can choose a game mode, adjust your options, or go straight to the field.

GO STRAIGHT TO KICKOFF

CHOOSE A GAME MODE

SET YOUR OPTIONS

ACCESS YOUR NCAA® FOOTBALL 2003 STUFF

GET UP CLOSE AND PERSONAL WITH EA SPORTS

PLAY NOW	Play an exhibition game. This mode requires little setup and is the fastest way to the field (➤ p. 15).
GAME MODES	Select a game mode from Season Mode, Dynasty Mode,™ Rivalry Game, Mascot Game, and Practice (➤ p. 18).
OPTIONS	Create-A-School, Create-A-Player, manage your Rosters, adjust your Settings, or Load/Save a game (➤ p. 25).

My NCAA®
View your awards in your Trophy Room, see how many pennants you've earned, see how you measure up in the Campus Challenge, view Stats/Records, My Playbook, or alter your in-game and controller settings (➤ p. 34).

Inside EA SPORTS™
Look at the *Madden NFL™ 2003* Preview and *NASCAR™ Thunder 2003* Preview, Behind The Scenes, or check out the game credits.
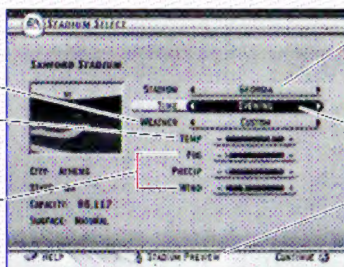
↪ Press the **X** Button to create, select, or load a user profile.

STADIUM SELECT

Adjust the **WEATHER CONDITIONS**

Set the **TEMPERATURE BETWEEN HOTTER AND COLDER**

Vary the **AMOUNT OF FOG, RAIN, AND WIND**

Press the **+Control Pad TO CHOOSE A STADIUM**

Set the **GAME TIME**

Press the **X BUTTON TO SEE A PREVIEW OF THE STADIUM**

STADIUM PREVIEW CONTROLS

Move the camera forward/backward/right/left	+Control Pad or Control Stick
Rotate the camera up/down/sideways on its axis	C Stick
Zoom in/out	Y Button/X Button
Hide controls	Z Button + A Button
Return to the Stadium Select screen	START

PLAY NOW

Get your team warmed up fast because this mode takes you straight onto the field. Win the coin toss and make it showtime for your kick returners, or you can show off the leg of that freshman kicker, the choice is yours.

To Start a Play Now game:

1. From the Main menu highlight PLAY NOW and press the **A** Button. The Team Select screen appears.

2. To select a team, press the **+Control Pad** Left/Right until you see your desired team.

↪ Press the **+Control Pad** Up/Down to change between Home and Away teams.

↪ To randomly select a team, press the **Z** Button.

↪ To cycle through teams alphabetically, press the **L** Button or the **R** Button.

↪ To choose a stadium, press the **X** Button (➤ *Stadium Select Screen* on p. 14).

3. When you're finished selecting teams and a stadium, press the **A** Button to go to the Controller Select screen.

4. Press the **+Control Pad** Left/Right to position your controller icon under the team you want to control.

↪ To choose a user profile, press the **+Control Pad** Up/Down until your profile is displayed. To create or load a profile, highlight the appropriate selection (➤ *To create a User Profile* on p. 17 or *To load a User Profile* on p. 18).

↪ To change your user options, press the **X** Button. Under User Options, you can change your uniform or playbook.

4. Press the **A** Button to go to the kickoff (➤ *Kicking Off* on p. 16).

NOTE: For information on the other game modes, ➤ *Other Game Modes* on p. 18.

ON THE FIELD

You need a well-rounded team if you want to go all the way to the Tostitos® Fiesta Bowl™. Read this section to learn about some of the finer points of college football.

KICKING OFF

It all starts with a toss of the coin. Step up to the ref and hope that you're as lucky as you're feeling.

➪ The visiting team captain makes the call. If you're the visiting team, press the ✚Control Pad Up/Down to choose either heads or tails and then press the **A** Button.

➪ The team who wins the toss has a choice of Kicking, Receiving, or Defending a particular end zone. The other team selects from the remaining choices.

PLAYCALLING SCREEN

It's 3rd and 15 and it's all up to you. Call that deep play and keep marching down the field.

PRESS THE ✚CONTROL PAD UP/DOWN TO SELECT A FORMATION AND THEN PRESS THE **A** BUTTON

PRESS THE ✚CONTROL PAD UP/DOWN TO CYCLE THROUGH THE PLAYS
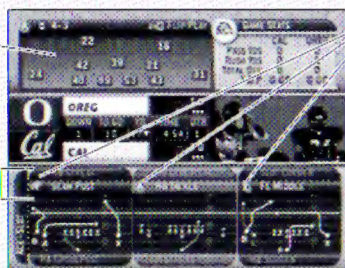
PRESS THE CORRESPONDING BUTTON TO THE PLAY THAT YOU WANT TO CALL (**Y** BUTTON, **A** BUTTON, OR **X** BUTTON

◉ Passing plays are blue and running plays are green.

➪ To flip a play, press the **Z** Button + the **R** Button.

GAME SCREEN

You can get a good idea of your team's situation by reading the information on the game screen.

DOWN

QUARTER

TIME REMAINING

PLAY CLOCK

PAUSE MENU

Take a breather, look at the Instant Replay, adjust your In-Game Strategy (➤ p. 21), view game Stats & Scores, take a look at your Campus Challenge progress (➤ p. 33), adjust your Settings (➤ p. 28), and more.

➪ Press **START** to access the Pause menu.

USER PROFILES

Set up a User Profile to track your Campus Challenge progress, save your audibles, store your stats, and show off your trophies and pennant collection.

To create a User Profile:

1. From the Controller Select menu, choose CREATE NEW and press the **A** Button. A pop-up window appears.

➪ Alternatively, press the **X** Button from the Main menu (or any mode menu) to bring up the Select Profile popup and create a profile.

2. Press the ✚Control Pad or the Control Stick to highlight a letter. When the letter is highlighted, press the **A** Button to type that letter.

3. Continue selecting characters until you're finished, then highlight OK and press the **A** Button.

➪ To toggle between lower case and capital letters, press the **R** Button.

To load a User Profile:

1. From the Controller Select menu, choose LOAD and press the **A** Button. The Load Profile screen appears.

⇨ Alternatively, press the **X** Button from the Game Modes, Options, My NCAA", and Inside EA Sports menu screens to bring up the Select Profile popup and load a profile.

2. Press the **✛**Control Pad to highlight the profile you want to load and press the **A** Button.

⇨ To change the Memory Card Slot, press the **Z** Button + the **L** Button or the **R** Button.

OTHER GAME MODES

Lead your team to a bowl bid in Season Mode or build a perennial national powerhouse in Dynasty Mode." Defeat your school's rival in a Rivalry Game, play for pride in a Mascot Game, or hit the field to perfect a new play in Practice mode.

SEASON MODE

You've got to have a long term strategy to come out on top after a whole season.

To begin a new Season mode game:

1. From the Main menu, choose GAME MODES. The Game Modes menu appears.

2. Highlight SEASON MODE and press the **A** Button. The Season pop-up appears.

3. Choose NEW. The Season Setup menu appears.

4. Press the **✛**Control Pad Up/Down to highlight a team you want to use, then press the **X** Button to select that team. When you've finished selecting your team(s), press the **A** Button to advance to the Season menu.

5. To start your first week, highlight PLAY WEEK and press the **A** Button. The Play Week pop-up window appears. Select either the Weekly Schedule view or the Team Schedule view.

6. Press the **X** Button to check the game(s) you want to play/simulate and press the **A** Button. A pop-up window appears.

7. To play the game, highlight it and press the **A** Button. Continue as you would in a Play Now game (➤ *Play Now* on p. 15).

SEASON MENU

Manage your season including adjusting options, viewing stats, and more.

PRESEASON OPTIONS	Redshirt Players or create a custom schedule. These options are only available before the first week of the season.
PLAY WEEK	Play through the current week's games. You can also simulate games.
TEAM STATS/RANKINGS	View the Top 25 Polls, the Team Standings, Team Stats, Stat Rankings, Bowl Rankings, or who's playing in the Bowl Games.
PLAYER STATS/AWARDS	Check out the Season Stats, Weekly Awards, Season Awards, and All Americans.
OPTIONS	Create-A-Player, manage Rosters, adjust Settings, or Load/Save games.
MY NCAA®	➤ *My NCAA®* on p. 32.

PRE-SEASON

Before you take the field for your first game of the season, get your team in order by adjusting your Pre-Season Options.

REDSHIRTING A PLAYER

Give your developing players a year to grow before launching them into the NCAA.®

To redshirt a player:

1. From the Preseason Options pop-up, choose REDSHIRT PLAYERS. The Redshirt Players screen appears.

2. Press the **✛**Control Pad Up/Down to highlight the player you want to redshirt and then press the **A** Button.

◉ A redshirted player's number and stats turn red to indicate that he's been redshirted.

◉ You cannot redshirt a player more than once. Players who have been redshirted in a previous year are grayed out.

CREATE A CUSTOM SCHEDULE

Set your own schedules for your selected teams.

To create a custom schedule:

1. From the Preseason Options pop-up, choose CUSTOM SCHEDULES. The Custom Schedules screen appears.

⊙ You can only change your non-conference and non-rivalry games.

⊙ You can schedule 12 to 13 games depending on your team's initial schedule.

2. Press the +Control Pad Up/Down to highlight a game that you want to change and then press the A Button. The Select Opponent pop-up appears.

3. Press the +Control Pad Up/Down to highlight the team you want to play for that week and press the A Button. Continue doing this until you have all of your games set against your desired opponents.

⇨ If your schedule is full, select a week in which you have a game scheduled and change it to OPEN. You can then go and choose an opponent to play for the open week that you wanted to change.

POST SEASON

The season is over and the rivalry games are played. Then it's on to the Conference Championships, the Bowl Games, and culminating with the Tostitos® Fiesta Bowl™.

⇨ To convert your Season to a Dynasty, press the A Button when the prompt appears.

DYNASTY MODE

Year after year you'll be pulling in the top recruits, bringing home the hardware, and polishing off your conference rivals as you head for the National Championship—if you've got the coaching skills it takes to build a dynasty in the NCAA® that is.

To begin a Dynasty Mode game:

1. From the Main menu, choose DYNASTY MODE. A pop-up appears. Choose NEW to start a new Dynasty Mode game. The Dynasty Setup menu appears.

SELECT THE NUMBER OF USERS (1–12)

WITH COACH CONTRACTS ON, YOU CAN BE FIRED IF YOUR TEAM PERFORMS POORLY

⇨ To toggle between the upper and lower half of the screen, press the A Button and the B Button.

2. When you've finished setting up your Dynasty, press START to continue to the Dynasty menu.

3. Continue as you would in a Season game (➤ Season Mode on p. 18).

COACH OPTIONS

Tinker with your coach options.

STRATEGY — Change your Playbook, toggle Recruiting Assistance ON/OFF, and select a Coaching Strategy.

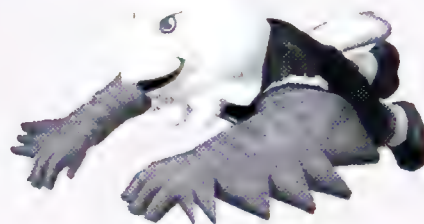⊙ With Recruiting Assistance ON, the CPU will recruit players for you in the Off-season.

POSITIONS — See the current positions of all user coaches.

REPORT CARD — View your stats including winning seasons, longest winning streak, bowl records, conference titles, national titles, and see how large your fan base is.

⇨ To take a look at your Contract Info, press the X Button.

OFF SEASON SCHEDULE

After all the bowl games are won and lost, you are asked if you want to continue to the off-season. Select YES to continue. The Off-Season Schedule appears.

PLAYERS LEAVING

See which players you're losing.

▷ To export your draft class to *Madden NFL* 2003, press the **X** Button.

RECRUITING

You have recruiting points based on your previous year's performance and your prestige which you can assign to prospects. The farther away a recruit is from your school and the lower his interest level, the more points you will need to use to sign him.

To recruit a player:

1. From the Off-Season menu, choose Recruiting. The Recruiting Central screen appears.

2. Pick a state from which you want to recruit by pressing the +Control Pad, then press the **A** Button. The Select A Report screen appears.

3. To browse the recruits from your selected state, press the **A** Button when the first selection is highlighted.

▷ To choose a recruit from another group (National Top 100, All Prospects, Interested Prospects, or Returning Players), highlight that selection and press the **A** Button.

4. To visit or call a prospect, highlight his name and press the **A** Button. A pop-up window appears with four recruiting choices.

5. To choose an action, highlight it and press the **A** Button.

⊙ You may choose up to all four actions for any one recruit, but watch how you spend your recruiting points or you'll have one or two star players and a lot of walk-ons filling your roster.

⊙ You must retain a minimum number of players in each position to field a competitive team.

⊙ To simulate a week or the remainder of the recruiting season, press **START** from the Recruiting Central screen. A prompt asks you if you want to **ADVANCE TO NEXT WEEK** or SIMULATE ALL WEEKS.

TRAINING RESULTS SCREEN

After recruiting is finalized, the Off-Season Schedule screen re-appears. Select Training Results to see how your team is shaping up.

VIEW BY SCHOOL

VIEW BY POSITION

PLAYER POSITION AND NUMBER

HOW MUCH YOUR PLAYER IMPROVED

RATINGS PER CHARACTERISTIC: OVERALL, SPEED, STRENGTH, AWARENESS

CUT PLAYERS

Now is your chance to get rid of the dead weight. Cut the players that are dragging you down.

To cut a player:

1. From the Cut Players screen, press the +Control Pad to highlight the player you want to cut and then press the **A** Button.

2. A pop-up asks you to confirm that you want to cut this player. Choose YES and press the **A** Button.
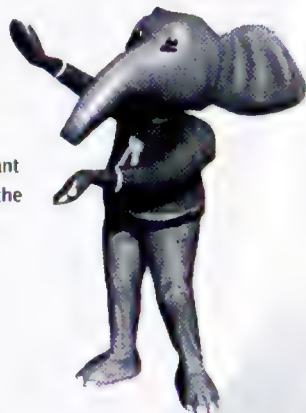
SET DEPTH CHART

Adjust your depth chart to take advantage of all of your athlete's skills.

To order your depth chart:

1. At the Depth Chart screen, press the +Control Pad Up/Down to locate a player you want to reorder and then press the A Button. The cursor moves to the bottom field.

2. Choose the player you want to move into the empty slot and press the A Button again.

START NEW SEASON

Begin another season, another shot at the National Championship.

RIVALRY GAME

There's nothing that pleases the fans more than a big win over your arch rival. Get out there and give 'em a reason to cheer.

To begin a Rivalry Mode game:

1. From the Game Modes menu, choose RIVALRY GAME.

2. Rivalry Mode screen appears. Press the +Control Pad Up/Down to highlight a desired team. The team's rival appears in brackets next to the team.

↪ To choose a different rival, press the +Control Pad Left/Right until the desired rival team is shown.

↪ To toggle Home and Away status, press the X Button.

3. Press the A Button to select the game when you have finished adjusting all settings. The Controller Select screen appears. Continue as you would in a Play Now game (➤ p. 15).

MASCOT GAME

It's all about school pride when you've got a team full of school mascots going for the TD. Can your Bulldogs best the Yellow Jackets?

To begin a Mascot mode game:

1. From the Game Modes menu, choose MASCOT GAME. The Mascot Team Select screen appears.

2. Continue as you would in a Play Now game (➤ p. 15).

PRACTICE

Drill those plays into your team until they're picture perfect.

To begin a Practice:

1. From the Game Modes menu, choose PRACTICE. The Practice Setup screen appears.

2. Select teams like you would in a Play Now game (➤ p. 15).

3. At the same menu, press the +Control Pad Up/Down to highlight MODE. Choose either NORMAL (both offense and defense on the field), KICKOFF, or OFFENSE ONLY (no defense on the field). Then press the A Button to advance to the Controller Select screen.

4. Continue as you would in a Play Now game (➤ p. 15). The only exception is that you get to pick plays for both offense and defense in Kickoff and Normal practice modes.

↪ To select a random play, press the Y Button for a random play in your playbook or press the X Button for a random play in the current formation.

OPTIONS

With the many options in *NCAA® Football 2003*, you can get even deeper into the game.

CREATE-A-SCHOOL

In your created school, you won't even have to go to class.

↪ To create a school, from the Options menu, choose CREATE-A-SCHOOL. The School Information screen appears.

SCHOOL INFORMATION SCREEN

To choose your schools colors:

1. Highlight Primary and press the A Button. The color palette appears.

2. Press the +Control Pad to highlight a color. To use that color as it is, press the A Button.

↪ To edit a color, press the X Button. Press the +Control Pad to change the values on the desired slider. When the color you want is displayed, press the A Button.

To set your other school information:

1. Press the +Control Pad to highlight a category and then press the **A** Button to view that category's options.

2. After you've selected all of your school information, press **START** to continue to the Stadium Information screen.

STADIUM INFORMATION SCREEN

To choose a Stadium Name:

1. Highlight STADIUM NAME and then press the **A** Button. The type window pops up.

2. Enter the name in the same way that you would enter a User Profile name (➤ *User Profiles* on p. 17).

➪ To set your other stadium information, highlight the option you want to change and use the +Control Pad Left/Right to cycle through your choices.

➪ When you're finished selecting your stadium information, press **START** to advance to the Uniform Information screen.

UNIFORM INFORMATION

Select the information for your Home and Away uniforms in the same way that you set up your School and Stadium Information.

➪ Press the **L** Button or **R** Button to switch between home and away uniforms.

➪ Press **START** to create your school.

CREATE-A-PLAYER

Create the ultimate NCAA™ squad. Build your player from the ground up and then place him on one of your created teams.

To create a player:

➪ Work through the Information, Appearance, Equipment, and Ratings screens as you would enter information in Create-A-School (➤ p. 25).

⊙ Your created player can be used in all game modes except Mascot Game.

⊙ Your created players are saved in Rosters.

ROSTERS

Manage your rosters to give players a break, work around an injured player, or to emphasize a much improved player.

To edit a roster:

1. From the Options menu, choose ROSTERS. The Rosters pop-up appears.

2. Choose VIEW/EDIT ROSTERS. The View/Edit Rosters screen appears.

3. Press the **L** Button or the **R** Button to find the team whose roster you want to edit.

➪ Press the **Z** Button + the **L** Button or the **R** Button to cycle through positions.

➪ To sort the information on the screen by a category, highlight the desired column and press the **X** Button.

4. Press the +Control Pad Up/Down to highlight the player you want to edit. A pop-up appears.

5. Select the attribute(s) that you want to edit (PLAYER INFO, EQUIPMENT, APPEARANCE, or RATINGS) and press the **A** Button.

6. Continue as you would in Create-A-Player (➤ above).

To reorder a depth chart:

1. From the Options menu, choose ROSTERS. The Rosters pop-up appears.

2. Choose DEPTH CHART and press the **A** Button. The Depth Chart screen appears.
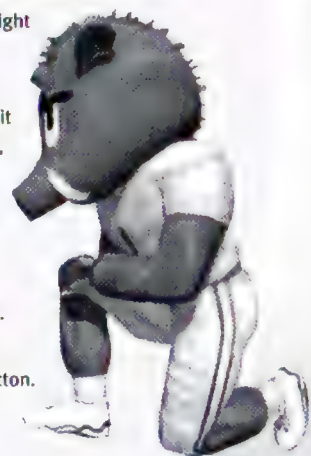
3. Press the **L** Button or the **R** Button to find the team whose depth chart you want to reorder.

↪ To view players by position, press the **Z** Button + the **L** Button or the **R** Button.

To delete a player:

1. From the Options menu, choose ROSTERS. The Rosters pop-up appears.

2. Choose DELETE PLAYER and press the **A** Button. The Delete Player screen appears.

3. Press the **✚**Control Pad Up/Down to highlight the player you want to delete and then press the **A** Button.

◉ Only created players can be deleted.

SETTINGS

Adjust Gameplay, EAsy Play, Visual, Penalty, System, and A.I. Settings.

NOTE: Self-explanatory settings have been omitted. Only those requiring explanation are listed.

GAMEPLAY

Set Quarter Length, Skill Level, Injuries, and more.

GAME FATIGUE	With Game Fatigue set to **ON**, your players tire and must be substituted.
CAMPUS CHALLENGE	Set Campus Challenge to **ON** to earn credits.

EASY PLAY

Turn Penalties and Play Clock ON/**OFF** or adjust one of the assists below.

◉ You can only adjust individual assists if EAsy Play is ON.

EASY PLAY	With EAsy Play ON, you can set up various assists to make playing the game easier. The default is **OFF**.
PLAY NOTIFICATION	With Play Notification set to **1 PLAYER**, only your own plays are displayed on the screen after you select them. With **2 PLAYER**, both offense and defense appear. Neither are displayed when set to OFF.

◉ Play names only appear for user controlled teams.

PASSING MODE	When set to NORMAL, you must press the **A** Button again after the snap to call up passing icons. Default is **QUICK**.
PASS, CATCH, RUN, AND KICK ASSIST	Toggle these assists ON/OFF.

VISUAL SETTINGS

Determine the information shown for Player Displays (**NAME**, POSITION, NUMBER, or NONE), turn Auto Instant Replay ON/**OFF**, and more.

SCREEN FORMAT	Adjust your screen format to suit your screen type. Choose **STANDARD (4:3 TV)**, LETTERBOXED (4:3 TV), or WIDESCREEN (16:9 TV).
FIELD LINES	Determine which lines are shown on the field: **FIRST DOWN, LOS** (Line of Scrimmage), BOTH, or NONE.
CAMERA	Set your camera angle to **NCAA**, CLASSIC, ZOOM, or SIDELINE.

PENALTY SETTINGS

↪ Toggle Penalties and Offsides ON/OFF. The default for both settings is **ON**.

↪ Adjust the likelihood of the other penalties being called by moving their sliders to a higher or lower value.

SYSTEM SETTINGS

Use this menu to return *NCAA® Football 2003* to its original settings, including, Rosters [only], Records [only], Settings [only], or All Settings. You can also set the Default Exhibition Teams and your Favorite Team.

A.I. SETTINGS

Adjust the A.I. of the Nintendo GameCube™ controlled teams.

To adjust the A.I. Settings:

1. From the Settings menu choose A.I. SETTINGS and press the **A** Button. The A.I. Settings screen appears.
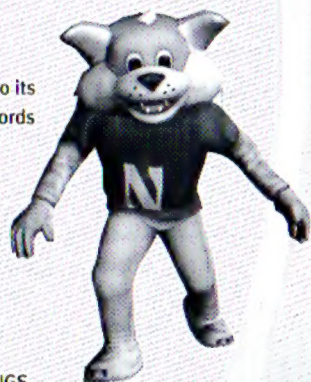
2. Press the **L** Button or the **R** Button to choose OFFENSE, DEFENSE, or SPECIAL TEAMS.

3. Press the **Z** Button + the **L** Button or the **R** Button to choose CPU or HUMAN controlled teams.

4. Adjust the sliders to the amount you want for each setting.

⇨ When you're finished, press the **B** Button to return to the Settings menu.

SOUND SETTINGS

Choose **STEREO** or MONO sound, adjust your Play-by-Play setting, or turn the volume up or down on a variety of other sound settings.

PLAY-BY-PLAY   Choose **NORMAL** (in Exhibition games: PA and TV; in Season/Dynasty games: PA Only for non-televised games, PA and TV for televised games), PA ONLY, or NONE.

⇨ For the remaining settings, use the sliders to set volume levels.

IN GAME SETTINGS

In-Game settings can be set from the Settings menu or from the My NCAA® menu. ➤ *My NCAA*® on p. 32 for information on adjusting In Game Settings.

LOAD/SAVE

You can save files so that you're always ready to play *NCAA*® *Football 2003* your way.

NOTE: Never insert or remove a Memory Card when loading or saving files.

LOAD

You can save your Season and Dynasty progress to your Memory Card. Then when you're ready to get back in the game, load the file and continue your run for the National Championship.

To load a saved game:

1. From the Options menu, choose LOAD/SAVE. The Load/Save menu appears.

2. Highlight the LOAD tab at the top of the screen and press the **A** Button. The Load screen appears.

3. Press the **+**Control Pad Up/Down to highlight the files you want to load and then press the **A** Button.

⇨ To cycle the types of files displayed, press the **L** Button or the **R** Button.

⇨ To switch Memory Card Slots, press the **Z** Button + the **L** Button or the **R** Button.

## SAVE

To save a file:

1. From the Load/Save menu, highlight the SAVE tab at the top of the screen and press the **A** Button. The Save screen appears.

2. Highlight the file that you want to save and press the **A** Button.

DELETE

To delete a saved game:

1. From the Load/Save menu, highlight the Delete tab at the top of the screen and press the **A** Button. The Delete screen appears.

2. Highlight the file you want to delete and press the **A** Button. A pop-up window prompts you to confirm that you want to delete the file. Choose YES and press the **A** Button.

⇨ To rename a file, press the **X** Button.
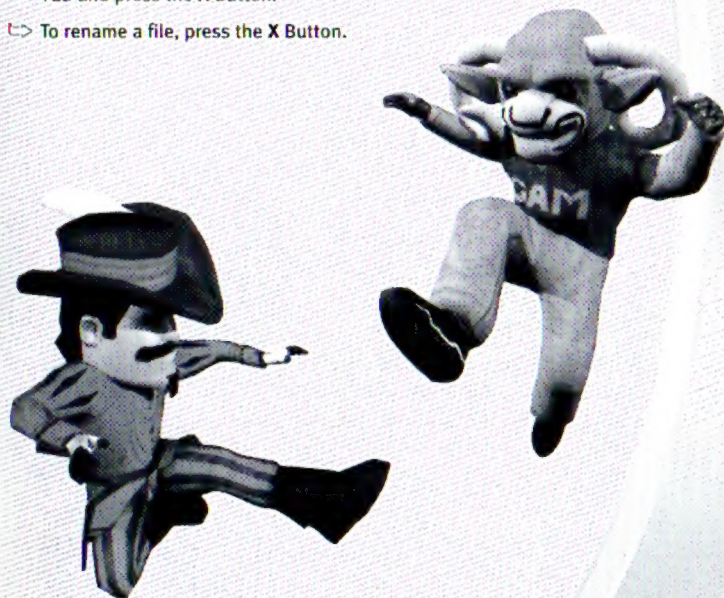
MY NCAA®

Find out which trophies you still need to win and admire those that you snagged in the Trophy Room. See how you're doing in the Campus Challenge, view your stats, edit your playbook, and more.

CHECK OUT THE HARDWARE YOU'VE EARNED, INCLUDING DYNASTY AND RIVALRY TROPHIES

SEE HOW YOU'RE HOLDING UP IN THE CAMPUS CHALLENGE

VIEW THE PENNANTS YOU'VE COLLECTED OR REDEEM CREDITS TO PURCHASE A NEW PENNANT

VIEW YOUR STATS

TROPHY ROOM

Check out the hardware you've earned.

DYNASTY TROPHIES — View ALL trophies earned in Season or Dynasty Mode,™ or look at your CHAMPIONSHIPS, BOWL GAMES, or AWARDS trophies separately.

RIVALRY TROPHIES — There are over 20 Rivalry Trophies. See which of those are gracing your shelves.

PENNANT COLLECTION

View the pennants you've collected or redeem credits to purchase a new pennant.

▷ Press the L Button or the R Button to cycle your view between ALL, MASCOT TEAMS, HISTORIC TEAMS, STADIUMS, GAME CHEATS, and TEAM BOOSTS.

▷ To redeem credits for a pennant, press the X Button. You will be randomly awarded a new pennant.

CAMPUS CHALLENGE

Take the Campus Challenge and see if you measure up. Complete specified tasks to earn credits that can be redeemed for pennants. Pennants can be used to "unlock" different rewards (Team Boosts, Game Cheats, Stadiums, Historic Teams, and Mascot Teams).

EARNING CREDITS

You earn credits automatically when you complete any of the challenges. There are many tasks you can earn credits for including:

⊙ Make a 40-yard field goal

⊙ Throw two TD passes with one player

⊙ Break a 20-yard run

STATS/RECORDS

Take a look at your stats and see how you stack up.

USER VS. USER STATS — View the stats of one user up against those of another or against ALL OPPONENTS, CPU, or OTHER USERS.

INDIVIDUAL RECORDS — See who holds the records in both SINGLE GAME and SEASON categories.

TEAM RECORDS — See which records your team holds and which records it doesn't.

PERSONAL BESTS — View the accomplishments of the selected user profile.

MY PLAYBOOK

Choose a playbook and save new audibles. Your playbook is stored under your user profile.

To edit your audibles:

1. From the My NCAA® menu, choose MY PLAYBOOK. The My Playbook screen appears.

2. Press the X Button to choose the team whose audibles you want to set. Then press the A Button.

▷ To toggle between defensive and offensive audibles, press the L Button or the R Button.

EA WARRANTY MAILING ADDRESS

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P.O. Box 9025
Redwood City, CA 94063-9025

EA WARRANTY CONTACT INFO

E-MAIL AND WEBSITE: http://techsupport.ea.com

PHONE: (650) 628-1900

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In CANADA, dial 900-451-4873. $1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

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FTP: ftp.ea.com

If you live outside of the United States, you can contact one of our other offices.

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In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

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